

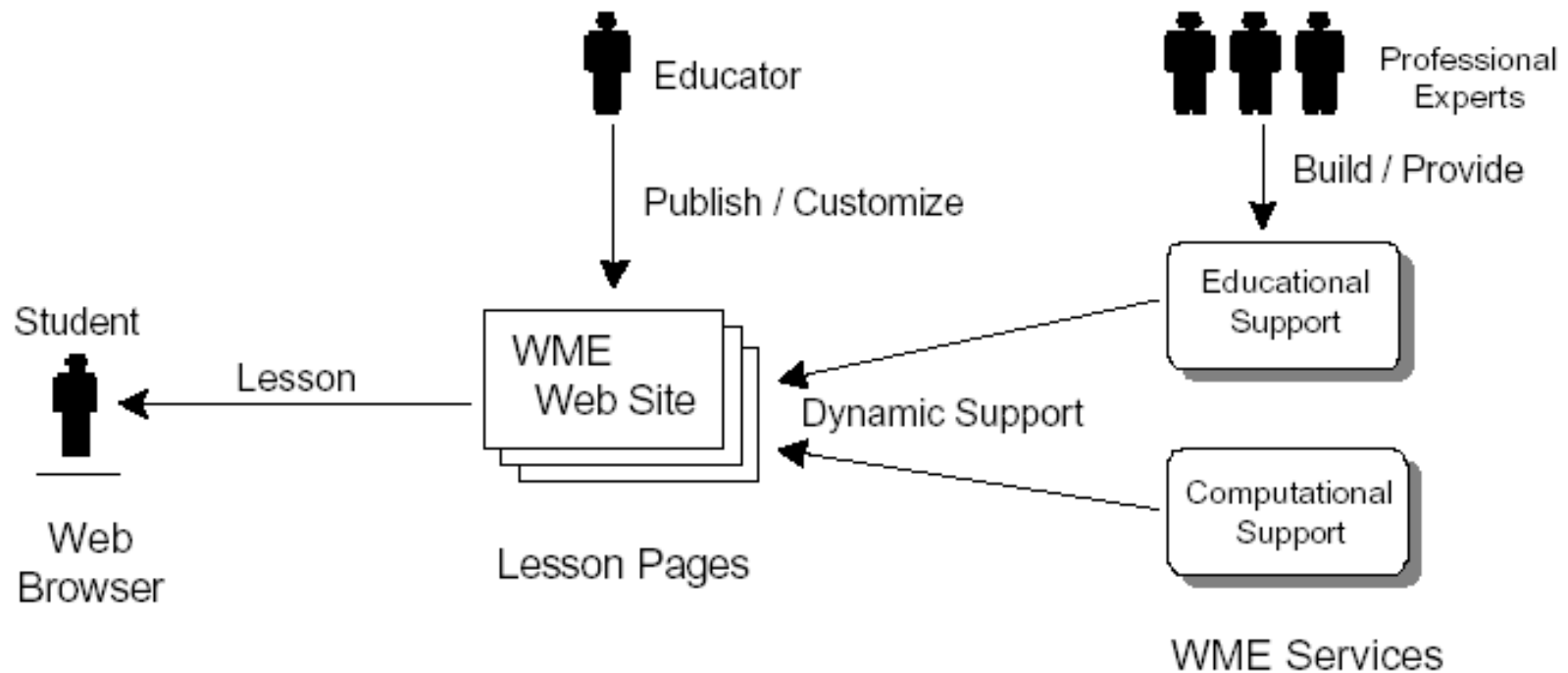


ICWL'05 Tutorial Workshop

*WME: Web-based  
Mathematics Education*

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## The WME Concept



The WME Research Homepage.



## An Idea Whose Time Has Come

- Mathematics teachers and students need help in many countries.
- Availability and standardization of the Web and the Internet have grown and evolved sufficiently.
- Maturing technologies: MathML, ECMAScript, DOM, SVG, XML, CSS, Web Services, ...
- Symbolic and numerical computation systems, have matured and become *Internet Accessible*.
- Decreasing cost and increasing speed of WAN, LAN, and wireless networking.
- Schools in many places have begun to deploy Internet/Web in classrooms.



## Web Helps Math Edu

The Web offers helpful materials for Mathematics teaching/learning.

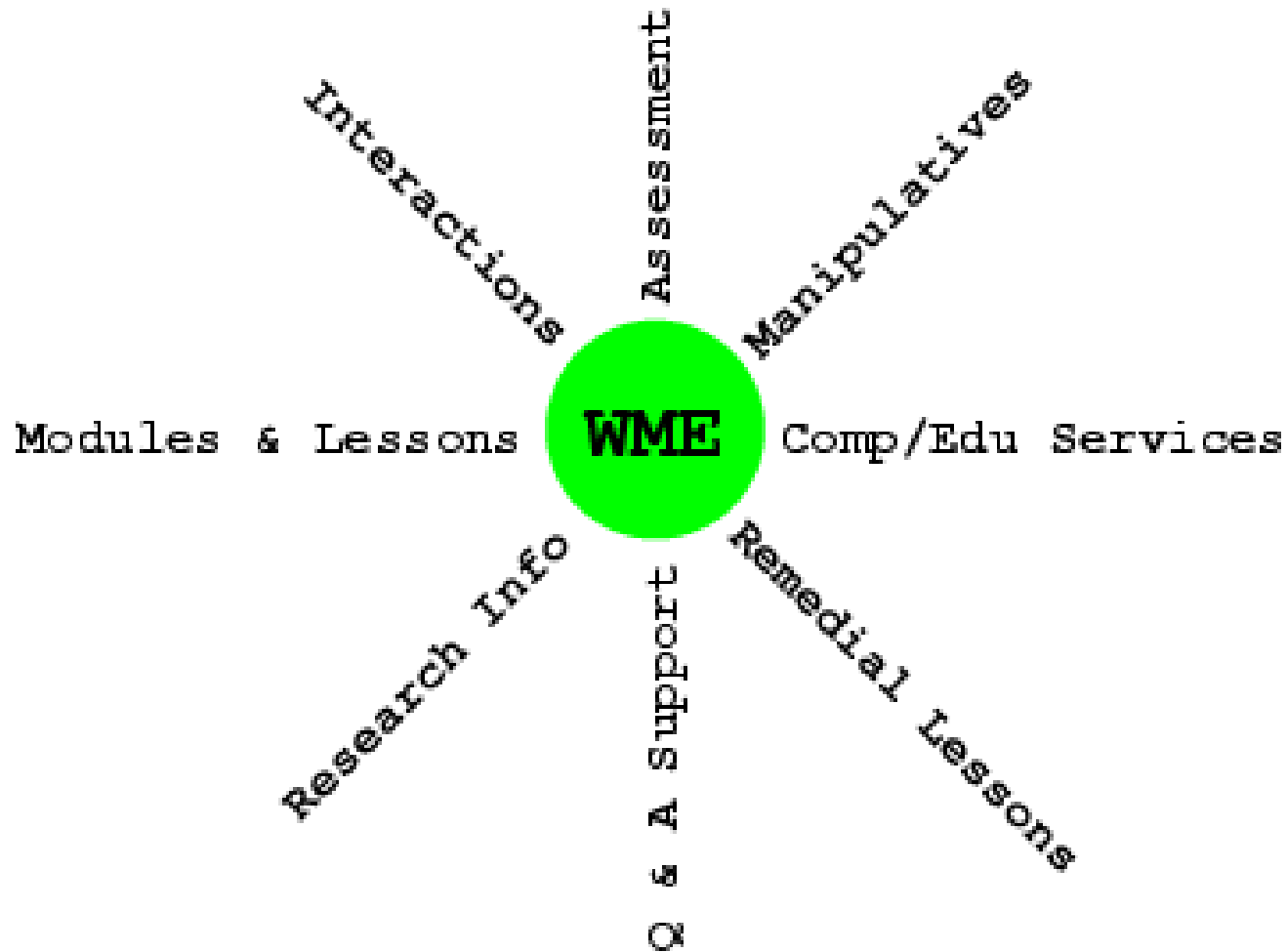
- The Ohio Resource Center for Mathematics, Science, and Reading provides online resources for mathematics education.
- *Mathematics* section of the US Department of Education site.
- The National Science Foundation's *Math Is Power*.
- The IES sponsored Education Resources Information Center, an extensive literature database.
- The Eisenhower National Clearinghouse for Mathematics and Science Education (ENC) links to lesson plans and activities.
- The NCTM *Illuminations Project* supplies applets for hands-on



learning.

- The PBS *Mathline* site.
- The National Library of Virtual Manipulatives for Interactive Mathematics (applets)
- Mathforum at Drexel University provides *Problem of the Week* and *Mathforum Math Library* among other useful materials.
- Other efforts: Internet4Classrooms, WIMS, Livemath, Mathwright, geometry.net, WebMathematica, Calc101, ActiveMath, Maple, and MathWeb.
- Also e-learning and e-education support infrastructure systems such as WebCT and Blackboard.

## The WME Integration

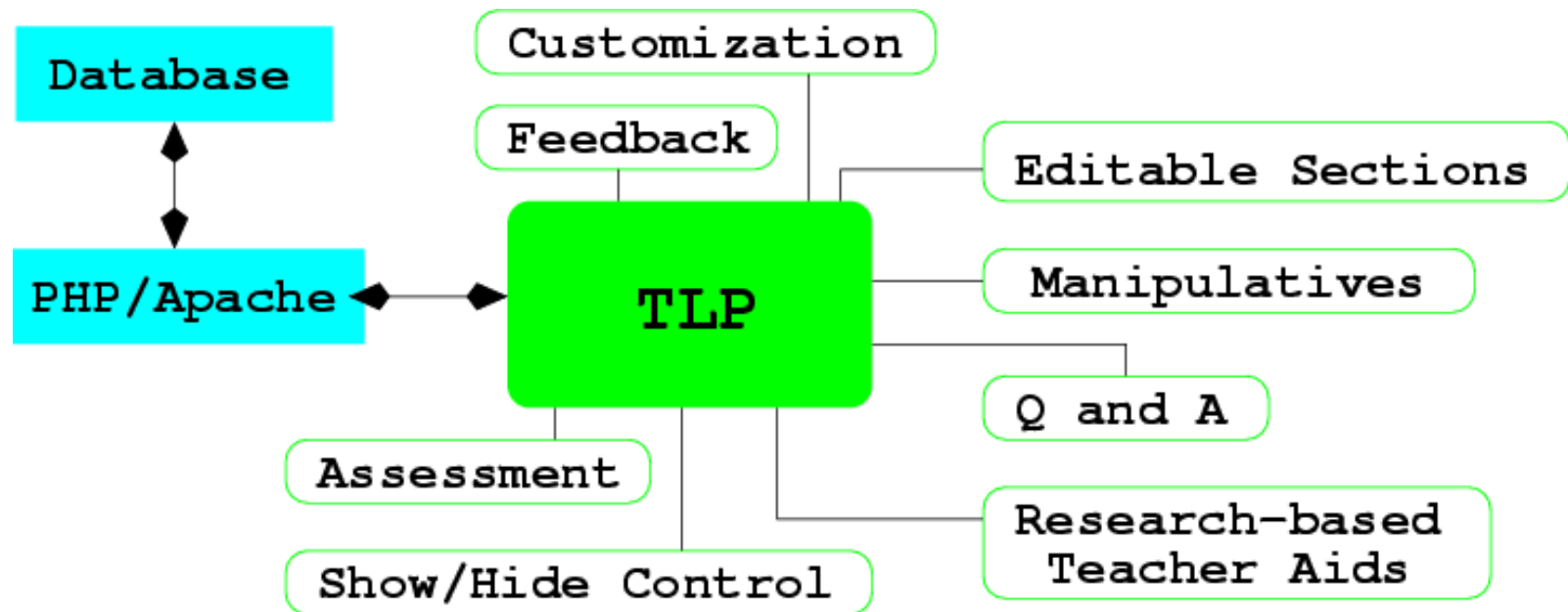




## WME is Different

- Classroom-ready TLPs and TMs rather than assortments of teacher enabling materials.
- Lessons are interactive, integral, self-contained, and interoperable.
- Lessons are built by experts, conform to curriculum standards, and can cover entire grade levels.
- A WME site can be easily deployed to different schools and configured for local use.

## Kimpton Pilot Project



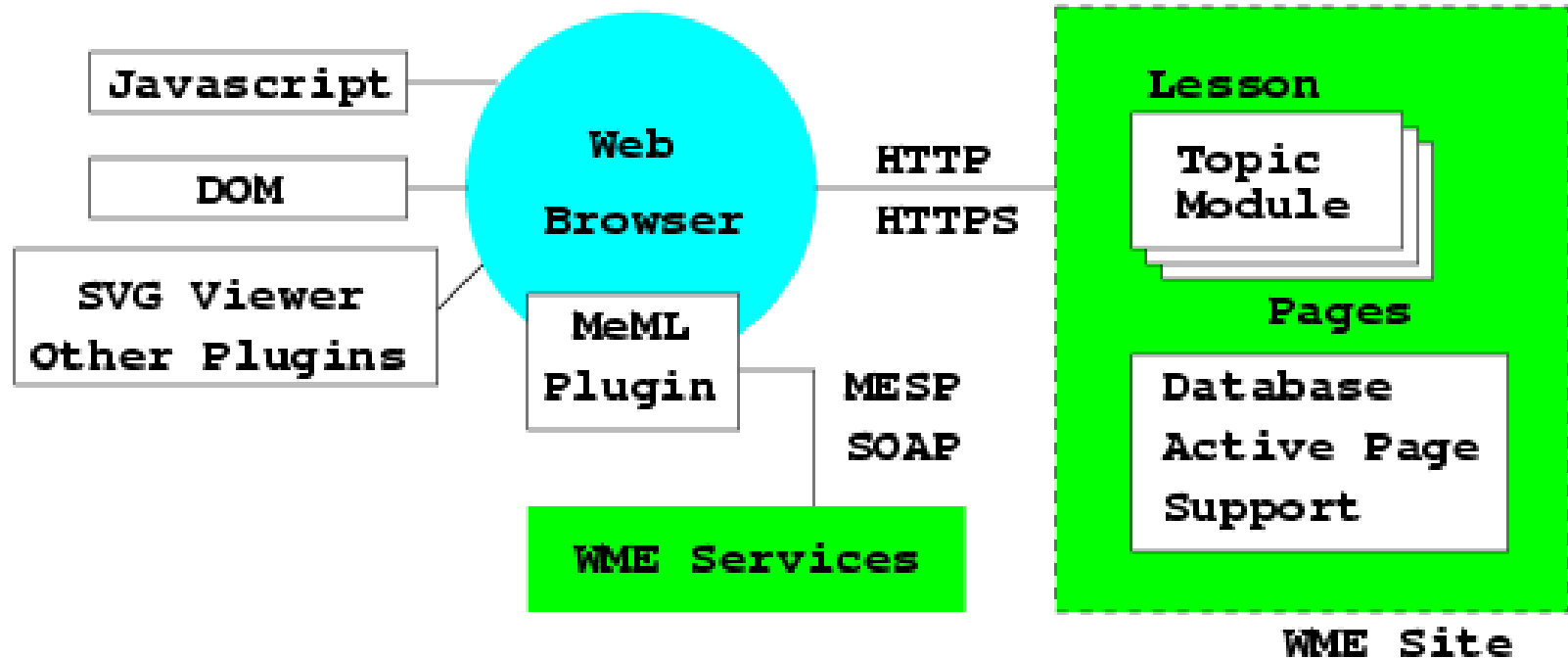
The Kimpton Site.





- WME integrates interesting facts, real-world motivations, manipulatives, assessment tools, and teacher-student interaction for effective teaching and learning of mathematics.
- Lesson pages and modules can easily be customized by individual teachers for different classes.
- Interactive control and management by the teacher during classroom delivery.
- WME pilot at Kimpton Middle (Stow Ohio) has demonstrated its practicality and popularity with teachers and students.

## The WME Architecture





## WME Components

- Interoperable *Manipulatives*, *Topic Lesson Pages* (TLPs) and *Topic Modules* (TMs)
- Assessment Support—assessment question database, test construction, grading, evaluation, and online tests.
- Client-side Support—regular browsers, javascript, SVG viewer, DOM, browser plug-in.
- Server-side Support—using active pages (PHP) and database (MySQL).
- Content-markup Support—MeML and Woodpecker
- WME Services—MathChat, MathBoard, MESP, MCP, and SOAP.

## Manipulatives



**Roll**

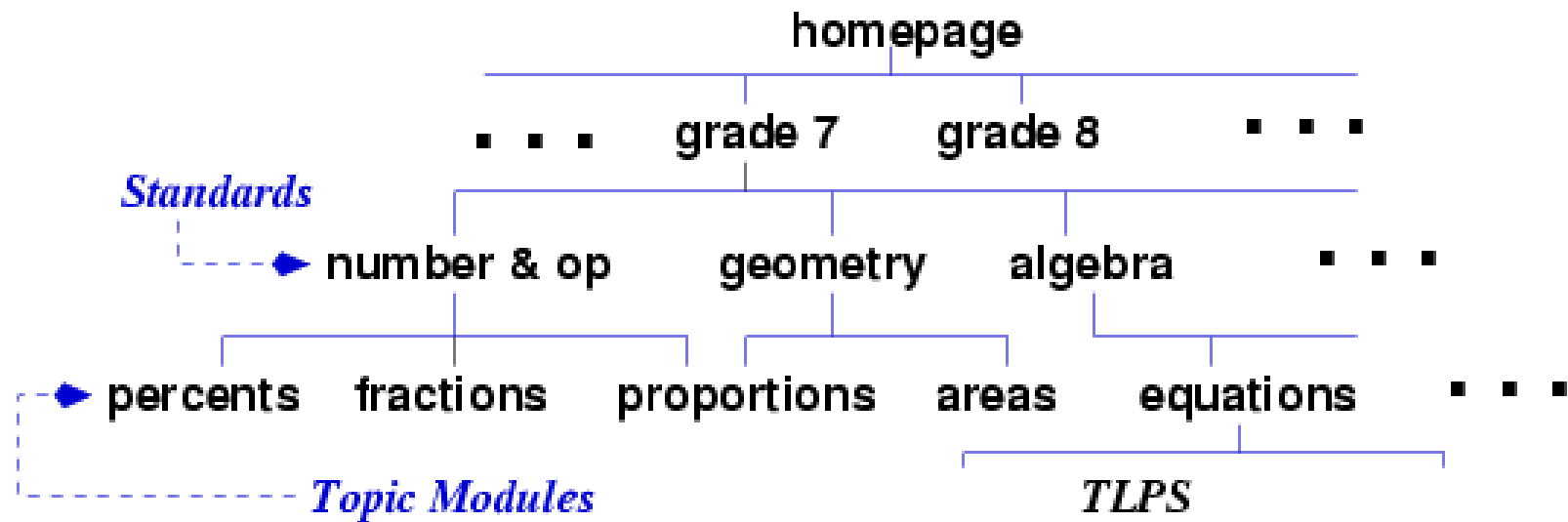
[Start Over](#)

Roll count (the number of rolls you made): 0.

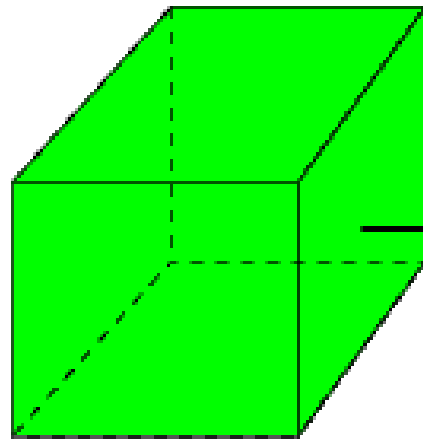
<b>Sum</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Count</b>	0	0	0	0	0	0	0	0	0	0	0

Equation, Probability, Statistics.

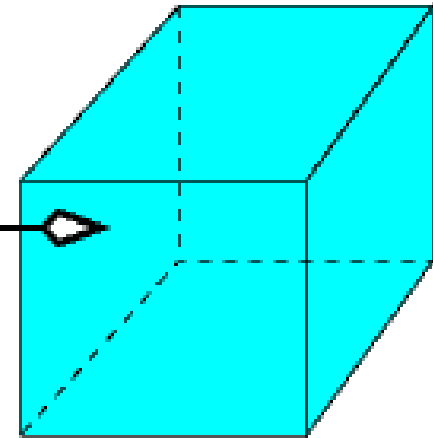
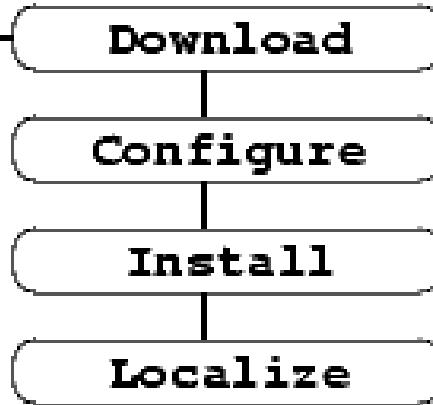
# WME Model Site Structure



## WME Model Site



Model Site



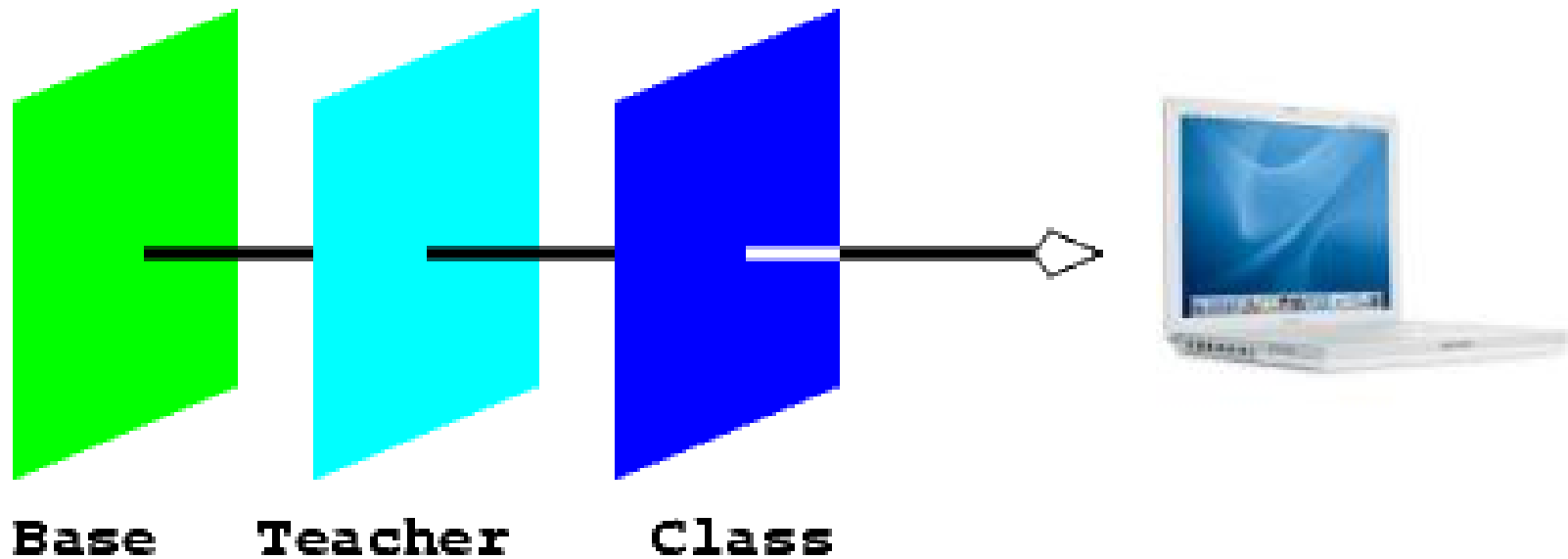
School Site



## WME Model Site

- In-School customization—user accounts, grade levels, course listings, course sections.
- In-class customization—TM and TLP selection, management, page content modification, page questions management.
- In-page customization—manipulatives editing: including text, presentation, and functionality.

## Page Customization Layers







## Customizing Pages

- Classroom-ready lessons and modules can be modified by teachers to suit their particular needs and requirements.
- Adding questions, modifying test, changing parameters, and adjusting manipulatives are done through password controlled simple on-Web tools attached to each page.
- Customizations are per page, per teacher and per class.



## Mathematics Chat and Bulletin Board

- MathChat encourages student participation in topic discussions
- MathChat simulates classroom teacher-student interactions.
- MathBoard encourages student-student interactions and generally facilitates communication among all in the class.
- Both must support Math input and display.

## SVG-Based Manipulatives

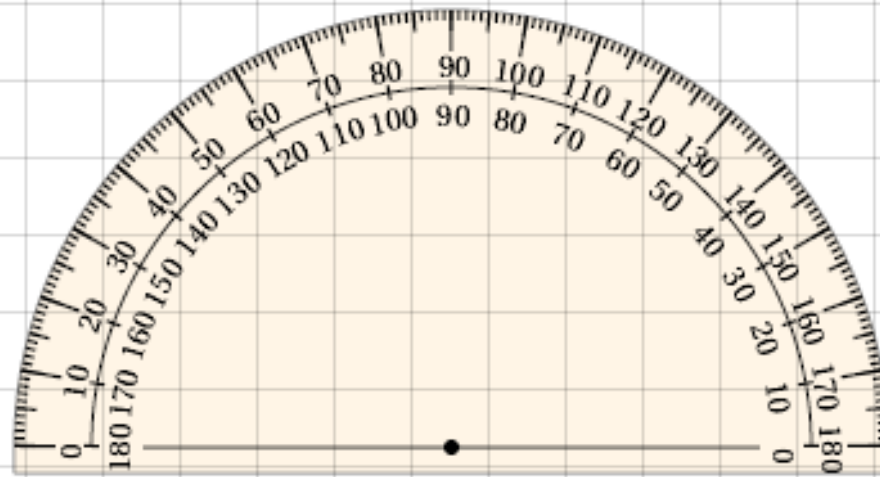
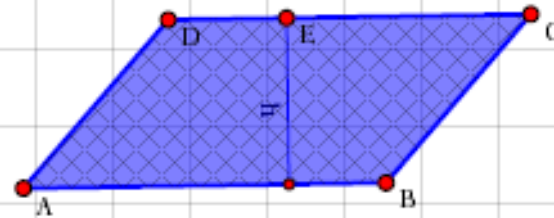
- Scalable Vector Graphics is an emerging W3C standard.
- Compactly delivers interactive graphics to support authoring and running manipulatives.
- Geometry-aware manipulatives support constraint-preserving user operations.

Base = 4.70    Height = 2.16

Area of the Parallelogram = 10.14

Area of the Rectangle = 10.14

Cut the Parallelogram



Show Grids in Inch

Show Ruler in cm

Show Ruler in Inch

Hide Protractor

Start Over



## Assessment

- Test authoring, construction, and editing
- Online test taking
- Importing and exporting test questions
- Automatic grading and test data management
- Results evaluation and leads to interventions

## Top 10 Advantages

- 10 *Accessibility*
- 9 *Compatibility and interoperability*
- 8 *Richness and variety*
- 7 *Integrated, dynamic, and classroom-ready*
- 6 *Multiple efficient communication modes*
- 5 *Concepts not steps*
- 4 *Educator support, convenience, and control*
- 3 *Real-world motivations*
- 2 *Practical and flexible*
- 1 *Interactive, hands-on and self-paced*



## Research and Collaboration

- Research and development challenges arise in computing and in education.
- System architecture, component interoperability, portability, usability and customization.
- System interfaces, markup language design, protocols, manipulatives, and tools.
- Educational effectiveness, practicality, and teacher/student acceptance, in-class trials, and effects evaluation.
- A research team ought to involve computer scientists, mathematicians, mathematics education researchers, school teachers, and education evaluation experts.